Doodle World Redrawn

Instruction Manual

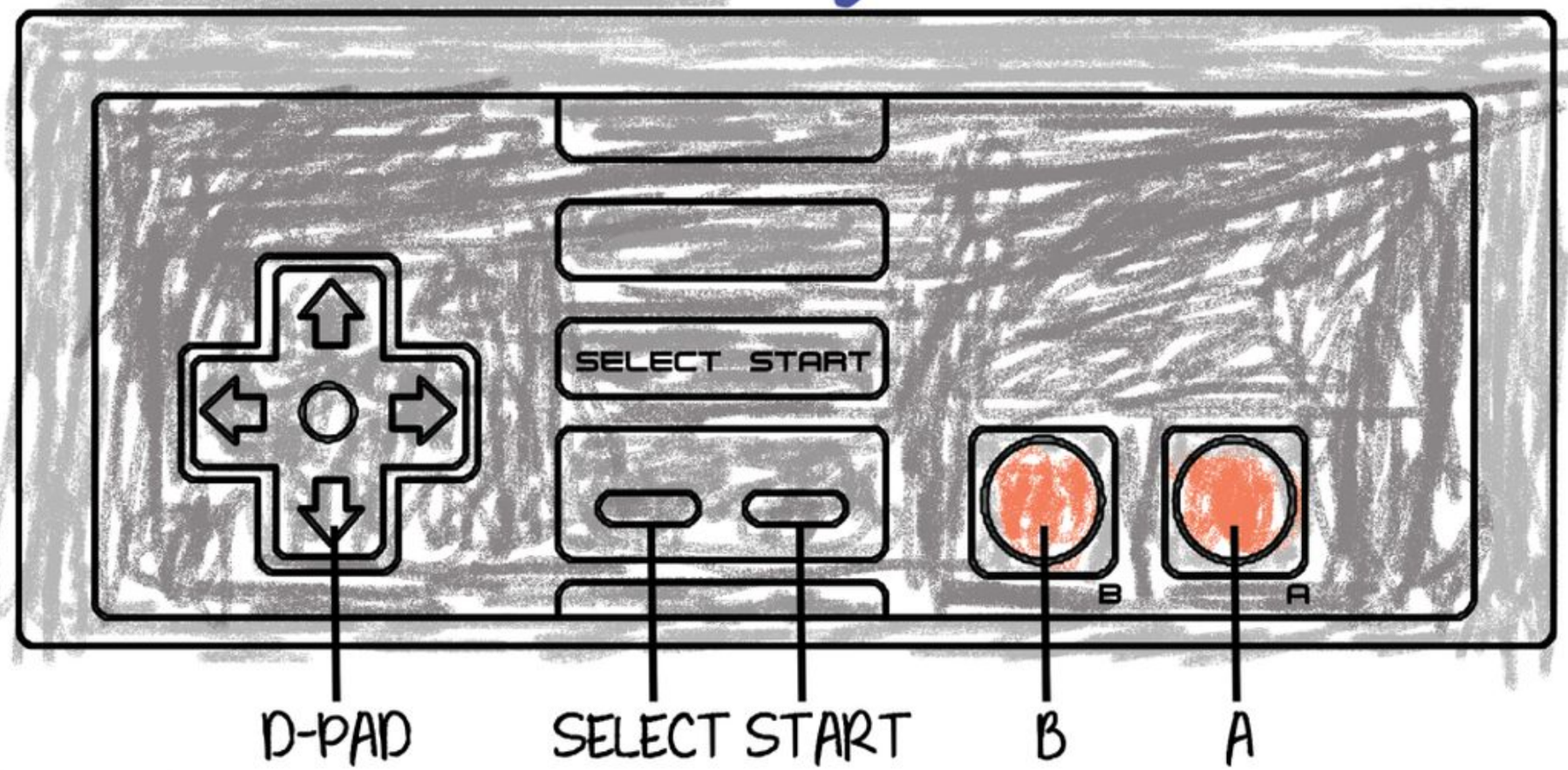
WELCOME BACK TO DOODLE WORLD!

Doodle World Redrawn is an all new version of the original NES hit, Doodle World! We wanted to give players a new, tougher challenge and even included an all new double jump feature.

Doodle World is the the imgagination and drawings of a young girl come to life! The game was created after I watched my daughter doodling. She inspired me to create this game and it's world. Throughout the development process she provided input to help bring this game to life. We hope you enjoy it as much as we do and we thank you for your support!

- Nate & Araceli Peters

Controlling Doodle



D-PAD: Controlls Doodle in the game and moves the cursor on start screen.

SELECT: Moves cursor on start screen.

START: Starts and pauses the game,

B BUTTON: Hold to make Doodle run.

A BUTTON: Press to make Doodle jump and press again while in air to double jump.

Items

Crayon

These come in many colors and can be found all over Doodle World. Collect 100 of them to get an extra life for Doodle!

Super Crayon

These shiny crayons will give Doodle invincibility for a limited amount of time when collected. Be on the look-out for them!

Torn Paper

There is one of these in each level. When touched, Doodle is warped to a bonus stage full of crayons!

Notepad

You will find these at the end of levels and after beating bosses. Doodle uses them to move on to the next level.

Game Modes

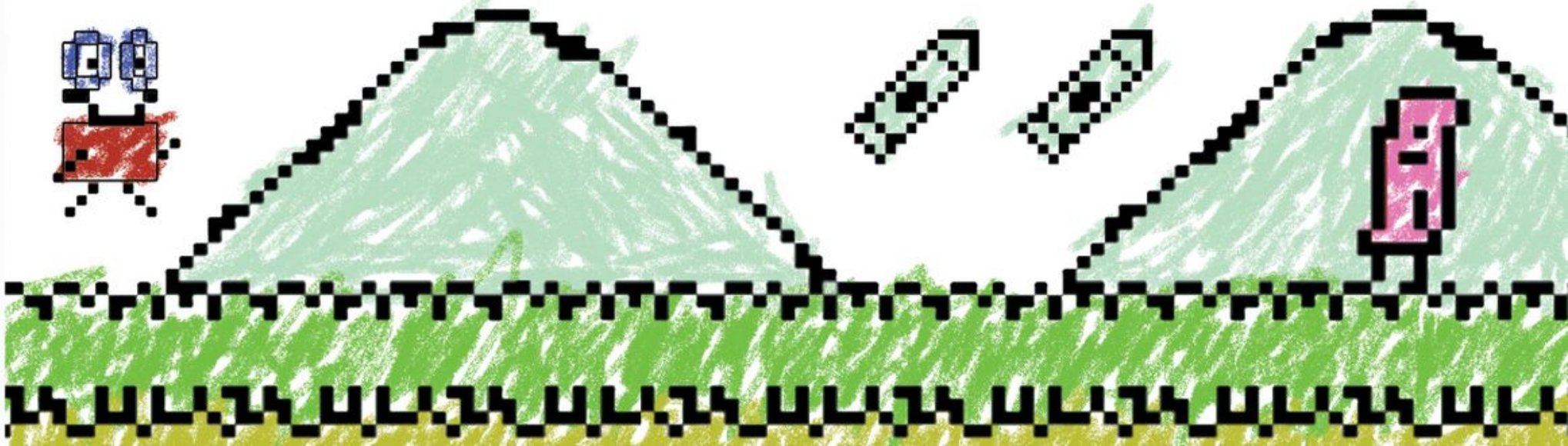
Doodle World Redrawn features two ways to play!

Normal Mode

This is the game in it's original form. This is the mode most players will want to use.

Kids Mode

As the name implies, this mode is intended for kids and casual players. Kids mode starts the player with 5 lives, does not feature any pits, it only has eraser enemies, and the end level bosses take less hits to beat. This mode was created to allow younger players to enjoy the game as well!



Enemies

The Eraser

The most common enemy, and also the easiest to defeat. It moves slowly and can be defeated by jumping on it. It's no match for Doodle!

The Pencil

The second most common enemy. It moves faster and, because of it's sharpened head, it cannot be defeated by jumping on it. The only way to defeat it is with a Super Crayon power up!

The Thumbtack

This quick little thing has a sharp head that keeps Doodle from being able to jump on it. It can, however, be defeated with a Super Crayon!

Enemies

The Scissors

The scissors slices it's way across many worlds! It moves quickly, so Doodle has to be quick to avoid it. Like many other enemies, it can be defeated by jumping on it.

The Permanent Marker

This marker can be permanently found in the Dry Erase Desert. He is slow, but don't let that fool you, it's height can make it difficult to jump on!

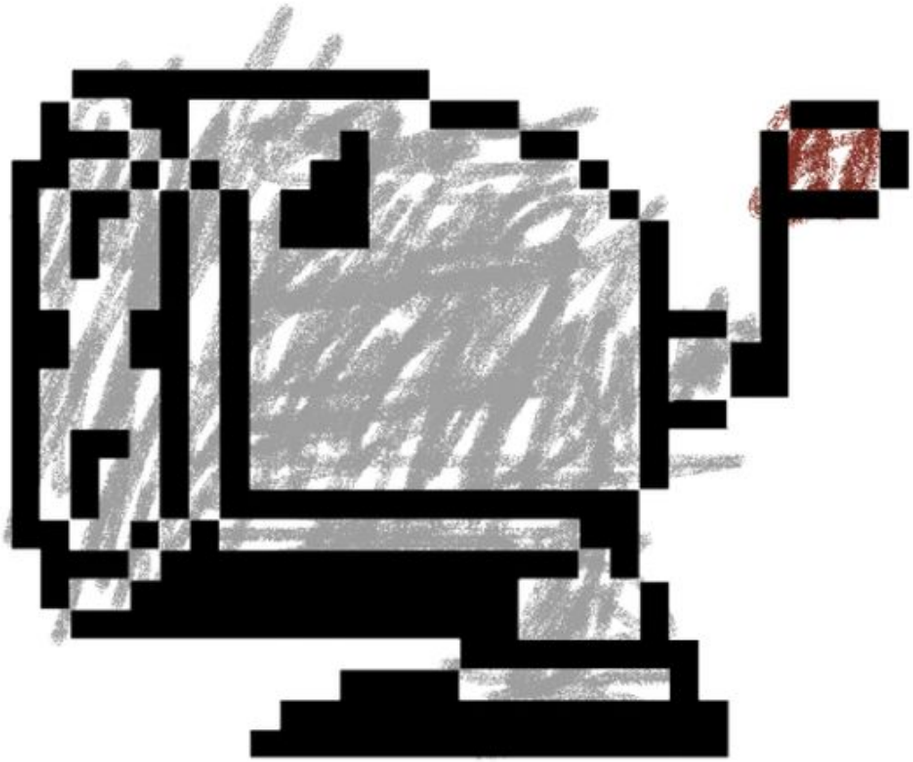
Enemies

The Ruler

The ruler inches it's way across the Felt Tip Forest. It moves slow and can be defeated by jumping on it.

The Sharpener

This stationary baddie that protects the evil King Eraser's castle. It shoots sharpened pencils! With the right timing you can pounce on the pencils and take them out. You can also take out the sharpener by jumping on it.



Credits

Design/Concept

Araceli Peters

Developer

Nate Peters

Additional Programming

Dale Coop
Benjamin Plich

Music & Sound Design

Takumi Grainger

Playtesters

Takumi Grainger
Dave Cramske
Joe Sherman
Gessi Hurd

Alistair Low
Paul Daly
Kiano

Chuck Archambault
Dan McCormick
Jason Cramer
Jordan Davis

Special Thanks

Everyone who has supported us throughout the years!